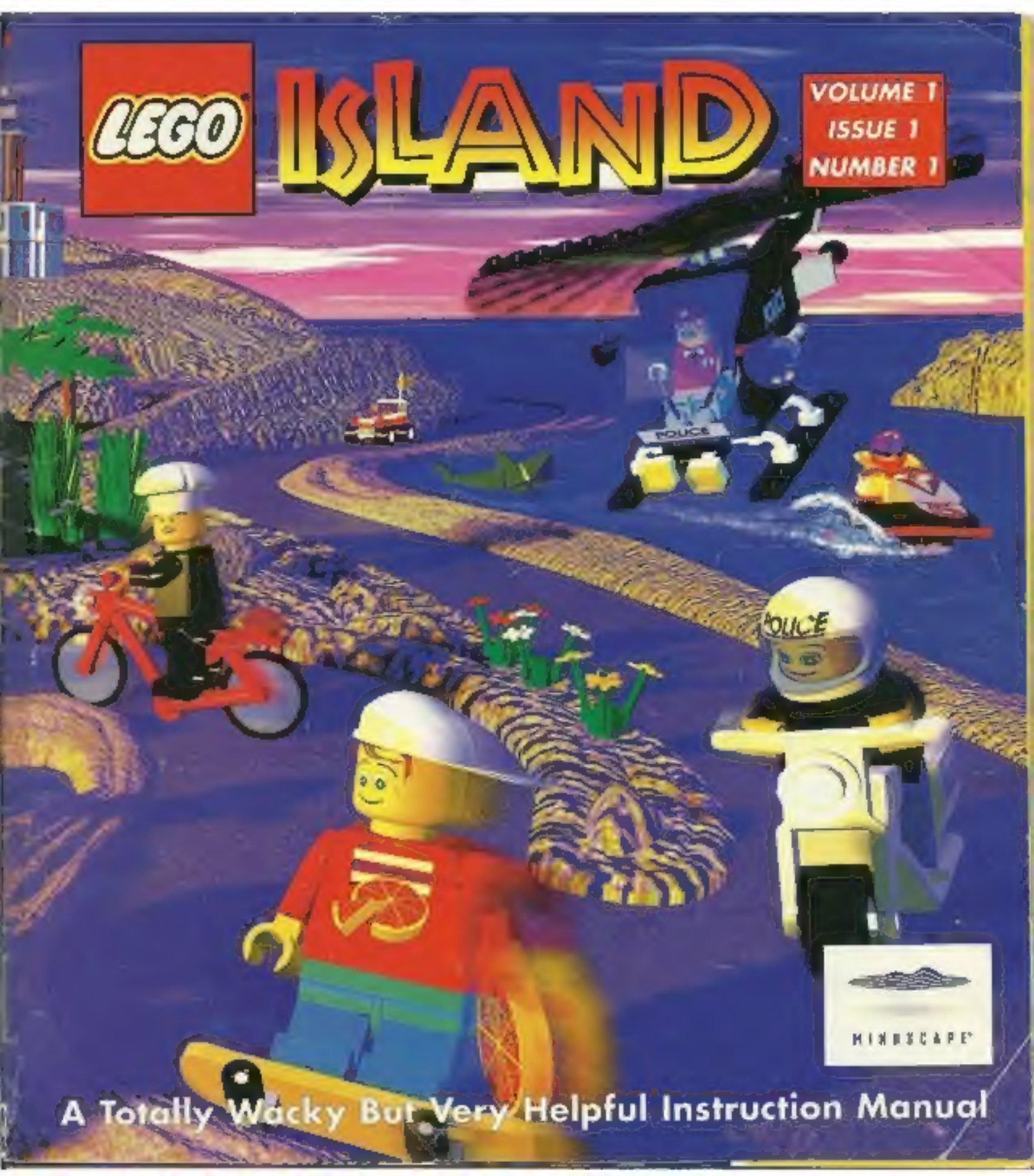

LEGO
ISLAND
VOLUME 1
ISSUE 1
NUMBER 1
POLICE
POLICE
MINDSCAPE
A Totally Wacky But Very Helpful Instruction Manual

YOU START HERE

Click once on the character for their story

To become a character click and drag their picture to a map location

Click radio for radio!

Click location icon on map for details

Click door to exit program

Click for more information

Click book to register and start

Click to move around the room

Press space bar to skip past an animation.

HELP!!
It was one of those boring rainy weekends. I was stuck indoors. My Mom said that I should be cleaning my room and doing my homework — stuff like that — and I was, really I was, until...
?
HURRY! There's very little time left... OH! Even less time now. HURRY!
FOLLOW MEEE!
WHOA!
WEEEE!
How exhilarating!

LET 'ER RIP!

LEGO® Island is crammed with 3D action — quite a workout for a PC, you know. To run it, you need a 16 megabyte Pentium® rated at 120 Mhz or better, running Windows®95. You need 20 megabytes of free hard disk space and a sound card to hear what people are saying — and believe me, they have a lot to say. Good speakers bring out the best in the music. And if you have a new-fangled 3D accelerator, even better. So polish up your mouse and let's get clicking!

Just slide the CD-ROM in the slot (on some computers you have to put the CD-ROM into a plastic doohickey called a caddie). In a few seconds the startup screen pops up.

The first time through, you should click on the **ReadMe** button on the startup screen. It has some things we couldn't fit in this comic book. Then click on the **Install** button. After it's installed, you can start the program from the **Windows95 Start** button. It's under ***LEGO® Island*** in the Programs Menu. I'll see you there!

NOTE: You might want to check out **Configure**, also found in the Programs Menu. It will give you options to tweak your video performance.

I have so much to tell you, but I only have space for one more word, and that word is: HELP!!!

HELP! HOW? WHAT?

WHO?

And don't forget where! And here we are — **LEGO® Island**. It needs help from...

Who? Why you, of course! And I'm the Infomaniac — but say — you haven't signed my registration book.

Normally, I don't do this in mid air...

WAIT! No time for that now! LOOK! Down there!

HELP!

HOW DO YOU DO?

I'm the Infomaniac. Did I already tell you that? I know everything about ***LEGO® Island***. Well, almost everything. After all, I built this place myself, about a zillion years ago.

If you click on me — and if I'm not too busy — I'll tell you all you need to know. Click on me again. I certainly have a lot to say, don't I?

I live in the **Information Center** and, by amazing coincidence, that's where your adventures begin. First, you need to sign the **Registration Book**. Then click on me to find out how to **Start** and **Quit** the game. This is also where you **Choose** who you want to be by clicking and dragging a character. I don't tell this to everyone, but the best way to feel at home here is just to click around.

Keep an eye out for this symbo
If you click it, you'll pop back t
the **Information Center**.

EVERYWHERE YOU GO...

...something else happens. Even though I built this entire island (well, I had a little help), I can never predict what's going to happen next. There's a surprise around every corner. Lots of people (maybe more, I can never keep track) live on ***LEGO® Island***. They're all somewhat wacky, but I like them. They keep me laughing.

GO!

Once you're outside, it's easy to **move around** the Island. Press the left mouse button (don't let up!) while pushing the mouse away from you. Computer types call that "**dragging the mouse.**" See that? The cursor goes up the screen, and you move forward. The higher the cursor, the faster you go. Now pull the mouse toward you. The cursor goes down the screen and you start to go backwards. Drag left to go left. Drag right and... well, you get the idea. If your finger gets tired, you can hit the shift key — then you don't need to press the mouse button while you drive around! And as if that isn't enough, you can use the arrow keys too!

HEY! Down here!
HELP!
CLICKITY BRICK! QUICK! A TRICK!
WOW! Very cool!
I must agree. The hat never did that! Phenomenal!
Dude! I'm glad it's you! A guy is stuck in a shark. He needs help!
The shark too!
Whatever. The point is, we can't get to him! NO WATER JET!
You've got to build one NOW! 'Cause you're, like, a champion LEGO builder so we...
Way Too much dialog! Please build us a water jet, quickly.
In a snap, Infomaniac! But...uh, where are the bricks?

Over here, dude. I would have built a water jet earlier but you're the fastest, man. My boats never float. Weird, huh?
ALOHA!
Try building a red one. I think they're the coolest.
OH! Put a decal on it! Pick another.
Hey! Chatty boy! It doesn't matter what color it is! HURRY UP!
It's done! Now that's a water jet!
Let 'er rip, dude.

TO BUILD OR NOT TO BUILD...

To **build** a dune buggy, head out for Nubby's Octan station. Click on the door to enter the garage, and then click on the inner door. You'll see a bunch of car parts in a rack, and a flashing red brick on the floor. Click on a part. **Choose** one that looks like the flashing brick and drag it down. Wrong one? Oops! Try the gas pump hose. Aha! The parts move! Maybe now you can find the right piece. Drag it into place. Don't forget to hold down the mouse button.

When you pick a part, you can **Color** it -- use those colored paints on the right. Some pieces can have **Decals** -- you'll know which ones, because the decal book opens up. You can **Rotate** the model around, too. Use the wrench on the right. When you're done, click on the triangular sign to **Exit.** You now have a totally custom buggy!

All the building areas in town operate just like this one, but they each look a little different. Try them out!

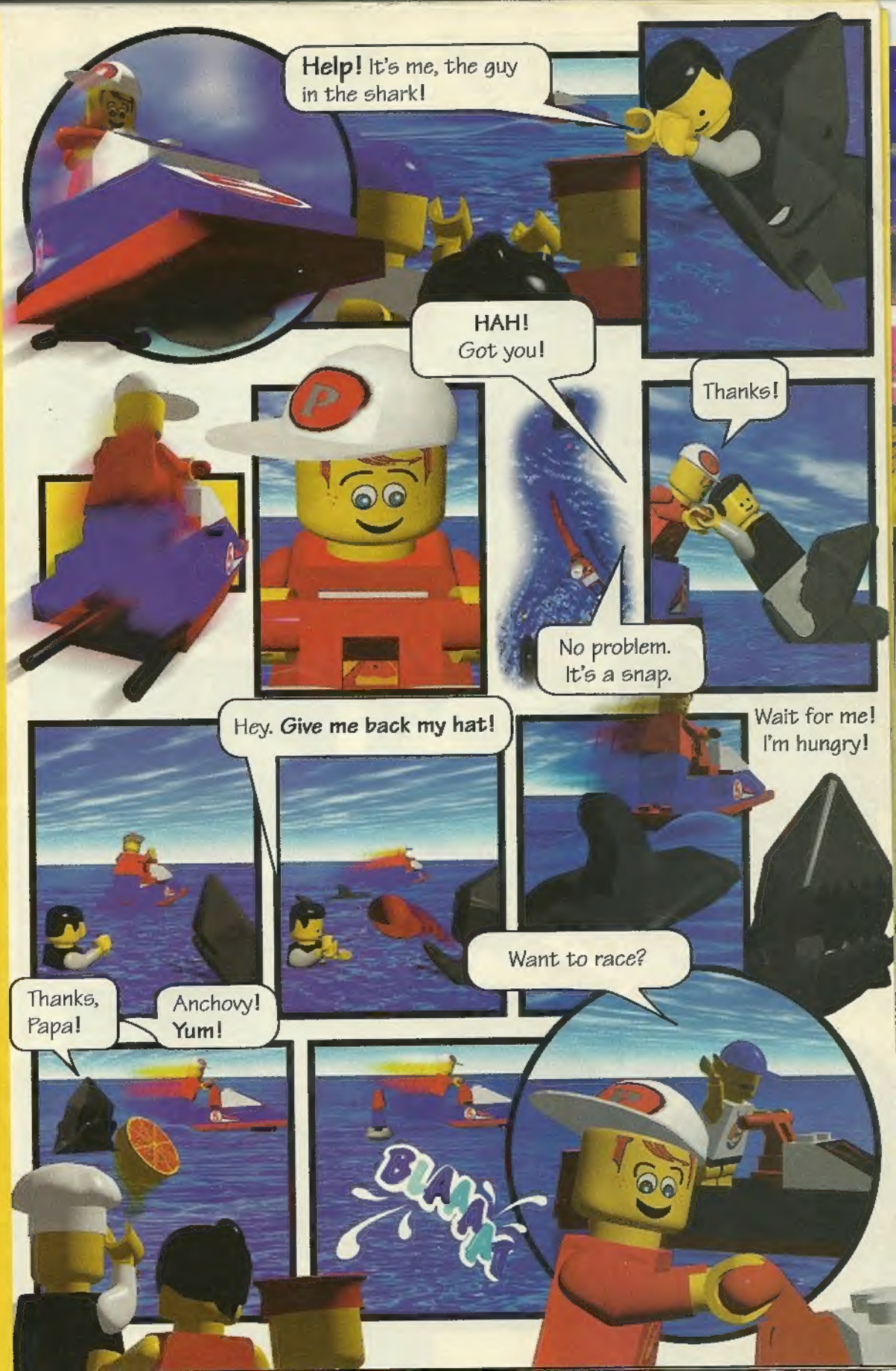
HARD DRIVE?

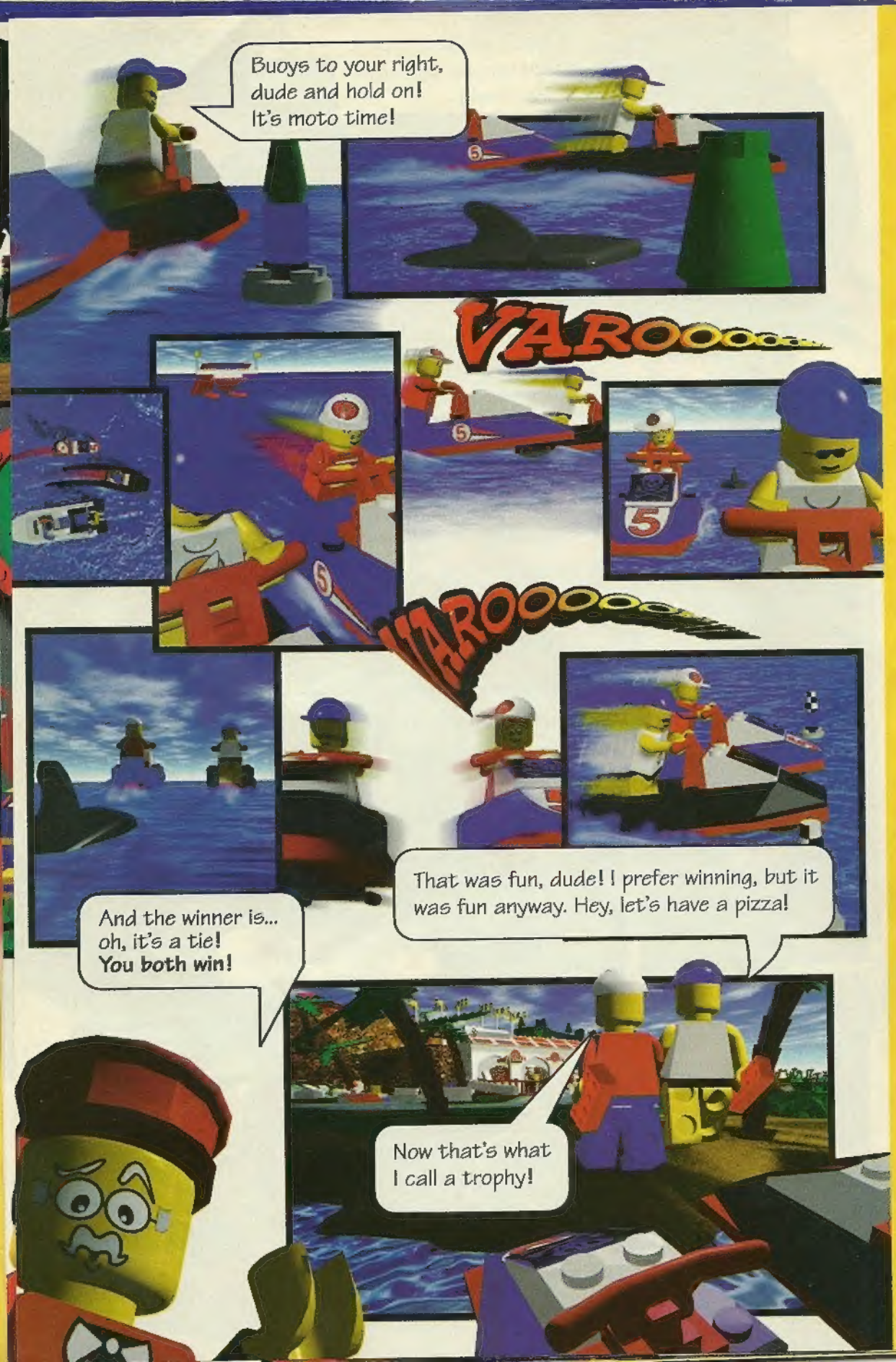
Not on *LEGO® Island*... It's easy to drive.

To **Select a vehicle**, just click on it. You've probably already figured out how to **drive**: just drag the mouse around! Left and right are pretty obvious, don't you think? Drag up to go forward. To go backward, drag the mouse down. The very best thing to do is practice! Wander over to the beach and try out a water jet.

Want to race? The lifeguard will show you the starting buoy. Just watch out for the yellow Bermuda Triangles — they can really slow you down!

If you happen to be on a **Mission** and you see someone in trouble, just click on them to help. That's the least you can do, and they'll appreciate it.




Buoys to your right, dude and hold on! It's moto time!
VAROOOOOM...
VAROOOOOM...
That was fun, dude! I prefer winning, but it was fun anyway. Hey, let's have a pizza!
And the winner is... oh, it's a tie! You both win!
Now that's what I call a trophy!

WHAT'S THE SCORE?

Each time you race, you get a **Score**. You get a red brick for first place, a blue brick for second, and a yellow brick just for finishing. Personally, I'm not too worried about the score, but it's nice to get a red brick on occasion. To see your score, head on over to the **Information Center**. There's a special room with a big score box. Besides races, you'll see

some other ways to score. Those are for **Missions** you accept, but we'll get to that later...

As you race, you'll notice the indicator on the dashboard. It has a solid-colored bar that shows how far you've gone in the race. You'll also notice a couple of small circles. Those show you where your competitors are. If they're to the right of the colored bar, you'd better pick up the speed — your opponents are ahead of you!

Ready to **Exit your vehicle**? Just click on your LEGO® hands. You'll pop right out.

CUSTOMIZE TO THE MAX

When you become Pepper, you have the power to change the shape of things on the Island. Click on a tree. What happens? Click on a person. What does that do? Each person you become gives you a special touch. What happens when you're Nick Brick? How about Laura Brick? They say she can change people's moods. Remember, when you save a game, it will keep a copy of your freshly **Customized** Island, just as you built it.

Selecting a vehicle is just as easy as customizing the Island. Just click on the wheels you want and Presto! You hop in and take off!

Every once in while, someone asks for your help. They'll hold out something you need for a **Mission.** If you're in the mood, just click on what they offer and follow their instructions.

If you're not in the mood to listen to what people say, you can always press the space bar. That will cut them short, and it won't even hurt their feelings.

MEEOW !
I'll just change this tree to a flower.
It's cool, cat. I'll get you down.
Whoa. That was cool.
PRRR
Hello! You must hear the funny song I just composed on my piano.
PIZZERIA
No funny song now, Mama. I got work for Pepper. Pepper! You take your skateboard and this pizza...
OK.
and get it to Nick at the Police station.

Hey, I bet there's a race track around...
YIPPEE!
Weeeee
Dinner!
DINNER! Time for dinner!
Oh-oh... I'll bet that's your Mom. You should go, but you can come back any time. There's so much more to do!
It was my Mom all right and I never miss dinner. So I said my good-byes and I told all my new friends on LEGO® Island that as soon as I finish my dinner and my homework, I'm coming back. I sure hope we have pizza tonight!
To be continued...

AN IMPORTANT INSTRUCTION: HAVE FUN!

By now you know how to get around the Island like a pro. But have you found the juke box yet? How about the cave? I hereby invite you to explore every nook and cranny. Feel free to click on things — you can't break ***LEGO® Island*** and you never know what will happen.

If you have to eat dinner or do your homework, just remember to click on the circled 'i.' That will get you to the **Information Center**. You can **Quit** through the door on the right. If you're in a real hurry, you can just press the "Alt" and "F4" keys to **Quit** the game.

When you leave, the computer will automatically **Save** the game. The entire Island, with all your custom tweaks, is saved. I'll make sure nobody messes it up, so you can play again later.

LEGO® ISLAND PIZZERIA

Not Only is it THE BEST PLACE in Town to Eat, It's the Only Place!

About a zillion gaz'l 'on years ago, Papa's Papa b..ilt the first LEGO pizzeria and the first pizza. It was perfection! Today, Papa is still improving on that perfection, inventing tastier toppings, cheekier cheeses and saucier sa..ces. So if you don't like Papa's special #1, you'll probably like his special #2, or #3, or #4 or #5, #6, #7, #8, or...!

We promise prompt delivery or we'll fire the delivery guy !

LEGO ISLAND PIZZERIA:
Just a Short Walk From The Beach

LEGO® ISLAND MEDICAL CENTER

Has this ever happened to you?

Your head falls off

SOLUTION:
Go to the
LEGO Island
Mea'cal Center

Located on the North East side of the Island

Dr. Clickitt

Gases for the masses

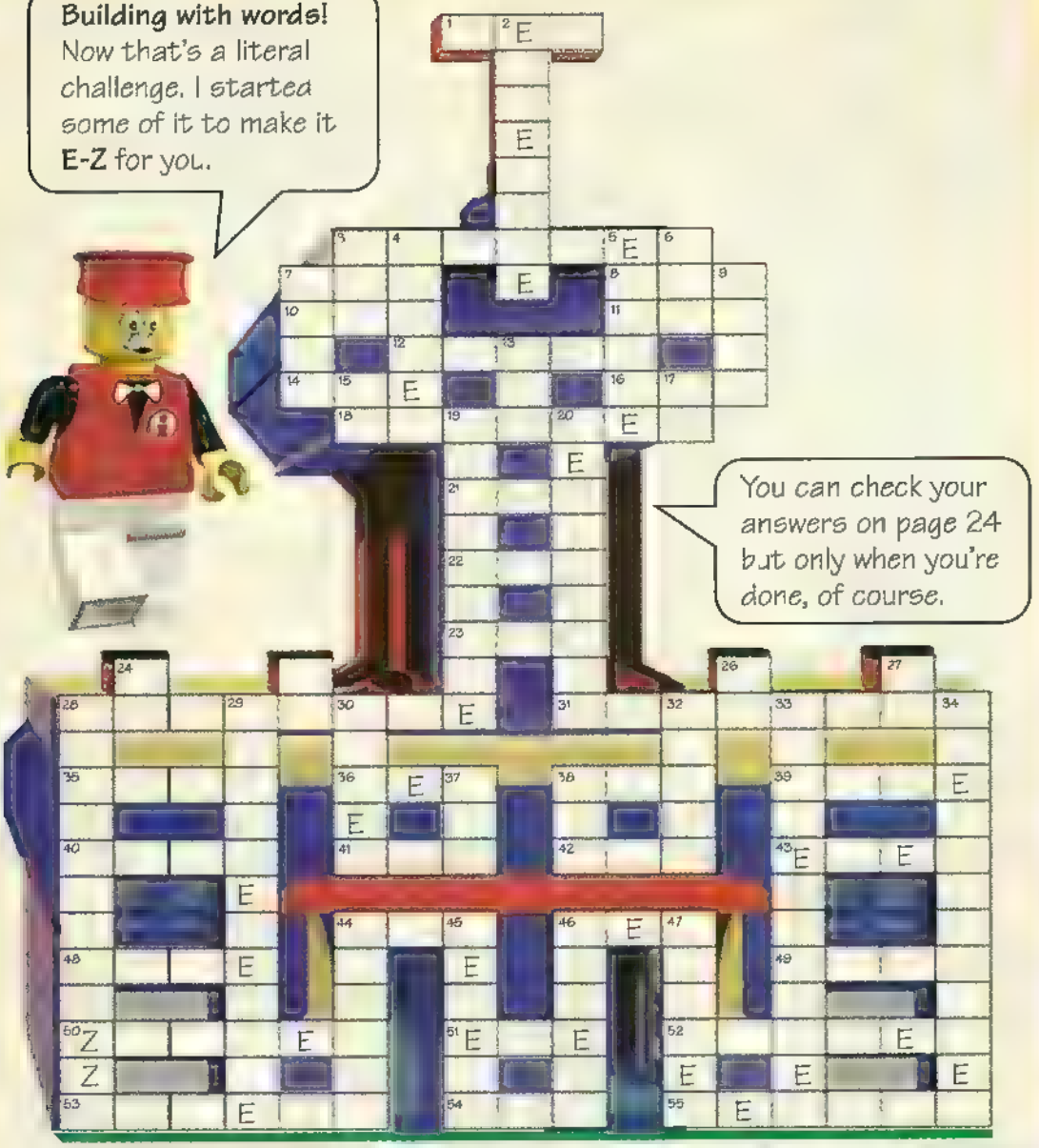
specially formulated to work most of the time

Octan

Fuels rush in with our new high-speed nozzles

Our business 's building! We have more car parts than you can shake a brick at!

Building with words! Now that's a literal challenge. I started some of it to make it **E-Z** for you.



You can check your answers on page 24 but only when you're done, of course.

Figure this out and you've got a major clue to the game!

Dear _____ (45 down)

If You want to have Some fun — and hey who wouldn't? Then build the

_____ (3 across)

And feed me an

_____ (28 down)

GOOD LUCK, KID

_____ (34 down)

Across

1 Color of the power brick on top of the Information Center
3 Another name for the Brickster's get-away helicopter
7 Constricting reptile (Hissing hugger? Easy squeezer?)
8 Today I sit; yesterday ___
10 Possess
11 Short for Cardio Pulmonary Resuscitation
12 Papa Brickolini's favorite dance starts with S and sounds like rumba
14 The Infomaniac wears a white one around his neck
16 Father, soft drink, noise when a balloon breaks
18 The Brickster's jailhouse, named for the sound the closing door makes
21 Sheepish phrase
22 Where scientists work (Inventor center?)
23 Nothing, nada, zip, zilch
28 A fruit-filled pie (A la mode abode?)
31 Photograph (Quick pic?)
35 A horse-drawn wooden wagon (Narrow barrow?)
36 Used to write with
38 A paddle used to propel 7 down (A water swatter?)
39 A shaft for your wheels. (A hub stub?)
40 Squashed circle
41 A long-tailed rodent (Cheese chaser?)
42 When a vehicle breaks down, call LEGO Island garage for a ___ (Haul a stall?)
43 Always
44 Youthful barker (Shoe chewer?)
46 Not many
48 A cone-shaped tree found on LEGO Island
49 Go nuts: The Brickster ran ___
50 A fastening device that replaces buttons (Clothes closer?)
51 Circular dessert (Tasty pastry?)
52 Widget
53 Nick and Laura ___ the Brickster and haul him to jail (Cop stop?)
54 Short for radical
55 Horror

Down

2 A letter container, Ed Mail finds an address on this
3 A five milk container (Chew and moo?)
4 Laura's brother is Nick. Gretel's brother is ___
5 What the Brickster dreams about (Make a break?)
6 Music, hip hop, rhyming song
7 The Police have one in LEGO Bay (Wake maker?)
9 Something to catch 41 across
13 Short for Mother
15 To be or not to be, that ___ the question
17 To be _ not to be, that is the question
19 The vehicle at the LEGO Island Hospital (Acher taker? Sick picker?)
20 Meaty pizza or spaghetti topping (Steer spheres? Ground rounds?)
24 Not down
25 To ___ or not to be, that is the question
26 Same as 24 down
27 To be or not ___ be, that is the question
28 The Brickster's favorite food
29 Big people and ___s (Thumb chums? Thin men?)
30 From the Information Center, you can fly an airplane folded with this material
32 Direction-pointing sign in the Information Center
33 Pepper is a champion
34 The villain of LEGO Island
37 A squirrel's favorite snack food
38 Not in
44 Talking red bird on LEGO Island (Squawker talker?)
45 LEGO Island skateboard champ
46 Buddy (True blue?)
47 Gadget

Hello! Welcome Back! Do come in...
Sign in please and who would you like to be today?
Let me guess — Laura? Papa?
A super cop! Wow.
Hey!
Now this is fun!
Who else can I be? Show me more!
Maybe you want to be Mama then? Or Nick?
Aha! I know! For the purpose of this comic you should be Pepper, the skateboard champion.
Me me.
I feel like singing! ♪ Shoo be doo wop.
WHOA!
COOL!
CLICK
Yes — Yes. Cool, indeed.
Later, Infomaniac dude, sir.
See ya later, Brickulator. Look for the 'i' in a circle when you want to come back.

WHEN YOU'RE READY TO COME BACK

to ***LEGO® Island***, I'll be here. When you get to the **Information Center**, click on the **Big Blue Brick Book**. Click on the check mark of a saved game to continue playing it. Or enter a new name to **Start** a fresh adventure. Your choice. Sounds pretty easy, huh? Well, it is — and that's the way I like it. If you have any questions, just click on me. Make it snappy, though... I've got bricks to build!

BE WHO YOU WANT TO BE

wherever you want to be. Check out the **Map** in the **Information Center**. Click on the map buttons and the radio guy will tell you all about them. While you're just standing there, click on the portraits of the characters. You'll see a short movie about each one. To **Choose** the character you want to be, just drag their portrait to a location on the map. You'll pop across the Island and land right in their LEGO shoes.

EVERYONE IS SPECIAL.

If you decide to be Pepper you have different adventures than you would as Laura Brick. But if you select Laura you have different skills than Pepper OK, check this one out: If you're Mama Brickolini and you click on a flower it will sing. Then come back to that same singing flower as Pepper and click on it again. It changes to a tree! You can **Customize** alot of things on the Island and make some pretty funny stuff happen, depending on who you are and what you do.

CARS, MOTORCYCLES, BIKES AND MORE

There are about nine types of vehicles on ***LEGO® Island*** to **Select** from and you can **Drive** any of them. You don't even have to ask permission! If you click on one, you pop into it, ready to drive. Different vehicles have different dash boards, so check them all out. Some even have hidden **Maps** (hint: look for a gray bar). Move the mouse around to drive and when you're ready to **Exit the Vehicle**, click on your yellow LEGO hand near the sides of the screen

A LOT OF PLACES TO GO...

...and a lot of things to do. There are about 14 locations on ***LEGO® Island*** to visit — and all of the places in between! Different things happen when you start to **Explore**. Some of the buildings change or wiggle when you click on them. That way you can **Customize** your own Island. When you click on *other* buildings the doors open up and you're suddenly inside with all kinds of stuff to do.

Just remember as you explore to watch out for **The Brickster**. If you're not careful, he'll break out of jail and start to deconstruct the Island. We built this Island, so we take that personally. Any help you can give us will be wildly appreciated.

TRICK

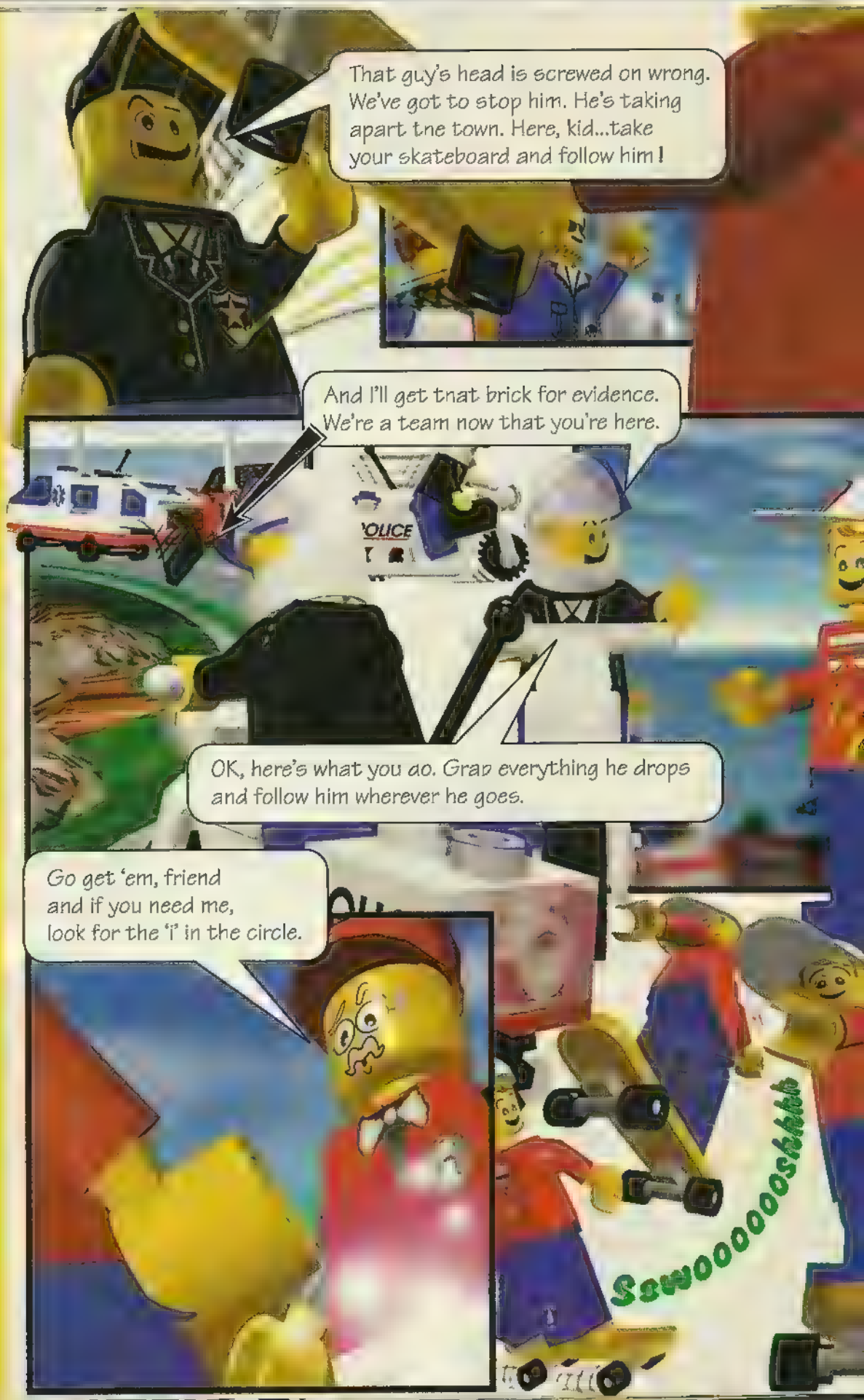
Select the skateboard by clicking on it and voilá...you're on the skateboard. Like real life, it can get pretty tricky — but also a lot of fun. Turn left by moving your mouse left. Faster? **Move** it forward. About to crash? **Move** the mouse toward you, quick! And don't forget: you can use the arrow keys too!

CLICK

When you're ready to get off the skateboard, just click on your LEGO® hand.

BRICK

If you run across **The Brickster** and he throws a brick at you, grab it! You might need it for evidence later. To grab the tossed brick, just click on it. It will be zapped to a safe spot.


That guy's head is screwed on wrong. We've got to stop him. He's taking apart the town. Here, kid...take your skateboard and follow him!
And I'll get that brick for evidence. We're a team now that you're here.
OLICE
OK, here's what you do. Grab everything he drops and follow him wherever he goes.
Go get 'em, friend and if you need me, look for the 'i' in the circle.
Sswoooooosshhhh

Pepper. Be careful!
I'll make you free pizzas for a week, if you can catch him!
Ha! You can catch a brick but you can't catch me.
Good job, mister. I'll take this brick and have it analyzed by the crime lab. Don't lose him!
POLICE
Way to go! We found out that these are the bricks to the Helicopter and we have a plan to capture him. Since you're the best builder around, we need you to rebuild the Helicopter. Ten-four!
Go to the cop shop!!

HEAR HERE

Everyone on the Island has an opinion, and they're happy to let you in on it. But the longer I know them, the more I understand their little peculiarities. Not everyone around here has Mama's golden ear, for instance — so I trust what she hears. But Mama is a bit nearsighted, so I take it with a grain of salt when she tells me what she saw.. I just try to be a bit skeptical, and that seems to help. That, and a good sense of humor...

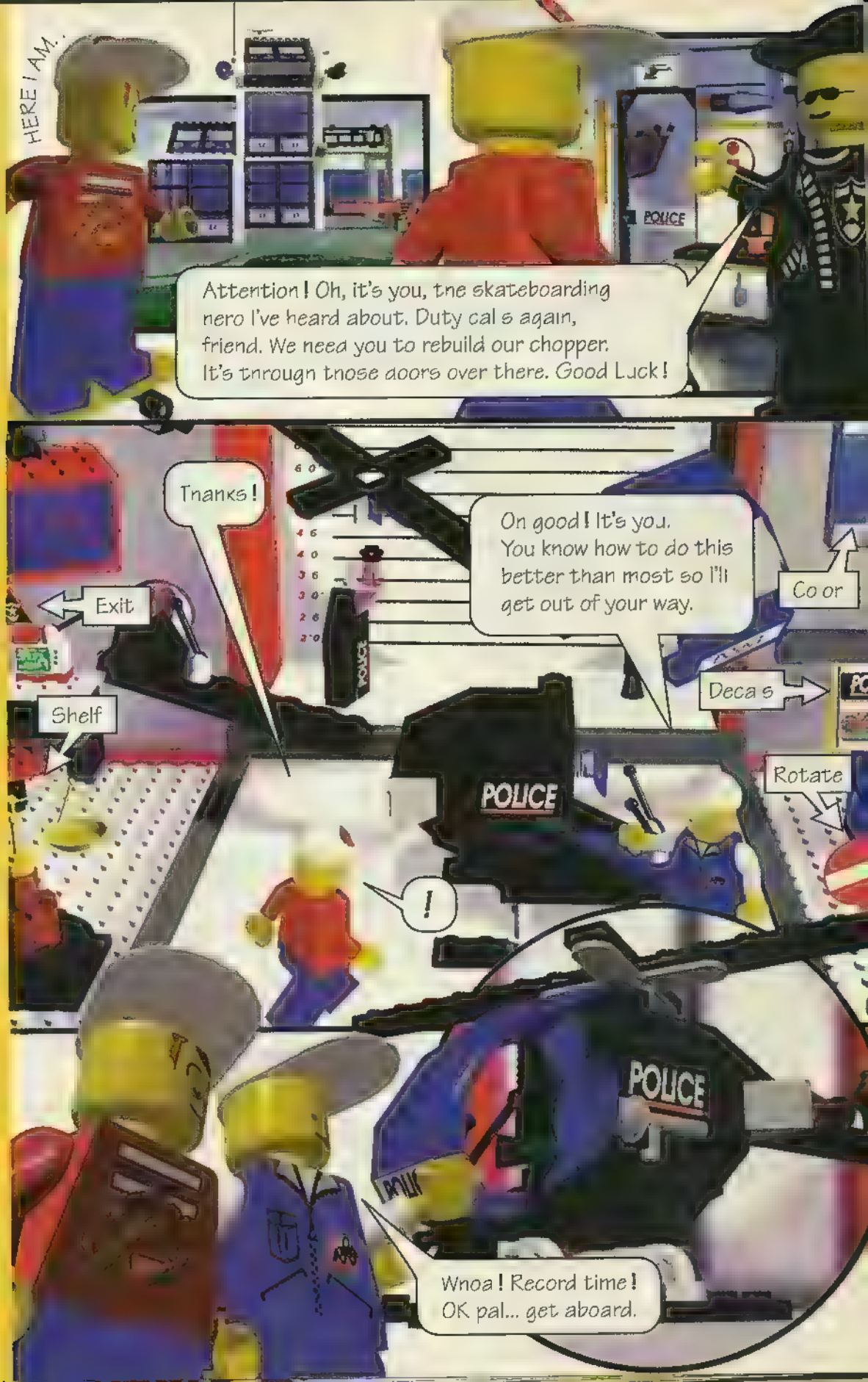
Of course it's great that everyone is different. Just try stepping into their shoes to see how the world looks to them. Each of the five main characters can change their world in different ways. Did I tell you that already? Oh well, it's better if you try it yourself — even I, with my superior linguistic abilities, find it hard to describe. Remember: if you're too busy to listen to people, you can just press the space bar.

KNOCK KNOCK...

It's very easy to go through doors on ***LEGO® Island***. Just click on the door and say "Open sesame." Just joking! You really don't need to say anything, just click..

CLICK CLICK

When you enter the Police Station, there's another door inside. That door will take you to a room where you can **Build** a **Helicopter**. It's pretty easy to figure it out, but if you run into any problems, our friend Bill Ding will show up and help you out. When you're done, click on the triangular sign and you'll **Exit** the room. Then go to the jail where your chopper will be waiting.


HERE I AM..
POLICE
Attention! Oh, it's you, the skateboarding hero I've heard about. Duty calls again, friend. We need you to rebuild our chopper. It's through those doors over there. Good Luck!
Thanks!
Exit
Shelf
Oh good! It's you. You know how to do this better than most so I'll get out of your way.
Color
Decals
Rotate
POLICE
!
POLICE
Whoa! Record time! OK pal... get aboard.

Brilliant work and just in time. OK, here's the plan: use the Pizza Turbo-Chucker and toss pizzas at the Brickster. He'll slow down for a pizza.
!
And toss doughnuts at Laura and me. It'll speed us up.
And be careful!
POLICE
Fire pizzas at the Brickster and doughnuts at Nick and Laura. Sure!
THUBBA!
THUBBA!
THUD!
FIRE ONE!
Good shot!
He shoots! He scores!
POLICE
POLICE

REACH FOR THE SKY!

Now that you've built it, you just have to fly the **Helicopter** — it's one of my favorites. It works pretty much like the other vehicles. You know, forward goes forward and the like. However, check out the extra features on the dash, like the landing and take-off buttons Sometimes, I add on one of my inventions for you to test out. I'm always tinkering with the Turbo-Chucker, probably my tastiest invention. One button fires pizzas and another fires donuts. It's pretty effective, if I do say so myself. If you don't see it, it's probably in my lab, being repaired.

YIKES!

When **The Brickster** escapes, we all go a little nuts around here. We're counting on you to help capture him. Unless you do, he'll level the town. Believe me, I know him — he's totally demented. We need you to fly the **Helicopter** and coordinate the bust. Work closely with Nick and Laura to trap the scoundrel.

TAKE OFF!

Once you're airborne, take aim with the Turbo-Chucker and fire a pizza at **The Brickster**. That usually keeps him occupied for a moment or two. While he pigs out, don't forget to toss a doughnut to Nick and Laura. They're burning calories down there, you know. What with flying around, firing pizzas and tossing doughnuts, I don't know how you do it! Actually, I'm not very good with the Turbo-Chucker myself — but let's keep that our little secret, OK? You'll notice a grid of lights on the helicopter dashboard. I put those there when I attached the Turbo-Chucker. Each one stands for a building on the island. As the Brickster destroys a building, a light goes out. When all the lights are out, that's it. The island will be finished, and the Brickster will declare victory. Yuck!

OVER AND OUT

When it's time to leave the Island and go home, just head over to the **Information Center**. If you're in a hurry, press the "Esc" key, or click wherever you see an "i" in a circle

If it's in view, you can just click on the **Information Center** itself. Once you're there, select the Exit door to the right of the desk to **Quit**. As usual, I'm available for consultation if you need help.

Yum! Anchovy PIZZA! The only thing I'll ever stop for!
We got 'im!
23768
TAP TAP
Un-Oh
Mission complete! Bring the 'Copter down and let's party!
Hello. Hey. HELLO!
Un-oh, it's my Dad! Uh, I better get home! I'll be back later.
We'll have a party when you come back!
THE END
For Now!!

DETECTIVE GAME

Solving a case is like building. Clues are like bricks.

Match the expressions used by these ***LEGO® Island*** people in the game and then add up your points to determine what kind of police officer you are. How many can you find in 15 minutes? Good Luck!

Ten-four, over and out.

"I'll teach you to dance." B

"I always wear a ha

"You're listening to L.E.G.O. radio." O

"The store is closed for remodelin

"I've built zillions." W

"I'll be on him like studs on

"Eat my bricks, buddy!" L

"My bricks are sealed." F

"What's an elbow anyway?" I

"Keep the buoys to your right." K

"You are the Mozart of meatballs." A

"You're under arrest!" P

"Velcommen, konichiwa!" V

"Rain, snow, sleet or hail." T

"Do you want a leg up or a foot down?" R

"I'm due in plastic surgery in 5 minutes." S

"Start your engine, please." N

"I knocked my head off last week." Q

"Hook up and ride! Last one in is a dirty brick." H

"You don't stand a brick of a chance..." M

"I'm still pushin' mongo footed." E

"I can be tough if I have to." D

"One tree — no two trees, no..." J

_____ Bill Ding (3)	_____ Infomaniac (1)	_____ Radio Guy (1)
_____ Maggie Post (5)	_____ Papa Brickolini (1)	_____ Valerie Stubbins (6)
_____ Pepper (2)	_____ Mr. Super (6)	_____ Race Track Pit Stop (1)
_____ E. Mail (1)	_____ Nick Brick (3)	_____ Nubby Stevens (6)
_____ Mama Brickolini (2)	_____ Return (3)	_____ Rhoda Hogg (5)
_____ Enter (5)	_____ Laura Brick (3)	_____ Snap Lockitt (3)
_____ Dr. Clickitt (1)	_____ Brickster (3)	_____ Studs Linkin (4)
_____ Buck Pounds (4)	_____ Captain D. Rom (3)	

TOTAL POINTS EARNED _____ (Answers on page 24)

Rookie (0 to 5)	Sergeant (35 to 44)
Officer (6 to 14)	Lieutenant (45 to 54)
Detective (15 to 24)	Captain (55 to 64)
Corporal (25 to 34)	Chief (65+)

Start time_____ **Finish Time**_____ **Total Time**___ ____

Were you able to finish in under 15 minutes?

THE HISTORY OF LEGO® Island

FROM THE BEGINNING

LEGO® was founded in 1932 by Ole Kirk Christiansen. The founder's grandson, Kjeld Kirk Kristiansen, is the company's current president. Did you know that the first LEGO toys were made of wood? Today, kids in over 130 countries spend 5 billion hours each year building and playing with LEGO bricks. Kids can now play with real LEGO bricks and virtual LEGO bricks too.

About 40 zillion years ago, the first kid on LEGO® Island got the first toy.
And I was that first kid and this was that first toy.
LEGO
–from the Danish words 'Leg-godt' meaning 'play well' and believe you me, it did...
I mean does.
LEGO
The first thing I built was a ship that took me about the Phanta Sea where I had adventure after adventure.
When I got hungry, I built the Soup and Sandwich Islands and a place I called Key Lime. Great pie! I soon wanted a home and friends to play with...
Good Play!
So I built LEGO® Island and my first new friend. I'll name you...
...The Brickster!
And because you know so much, I'll call you The Infomaniac.
We were best friends, until...

One night after a fine day of building stuff, I mentioned to the Brickster that I wanted to build a new friend for us to play with – and he went nuts. Bonkers – totally loony!
23768
Create another friend! Like you created me? Hah! I created me! I created YOU.
23768
There are too many bricks here anyway. I'll take this one, and this one. They're all mine anyway.
GRRR
I don't need you. I don't need anyone.
Hah!
The Brickster ran away with some bricks and built his own island called OGEL and he occasionally returns to LEGO® Island to steal more bricks.
But meanwhile, LEGO® Island grew and grew and that's quite a story in itself...

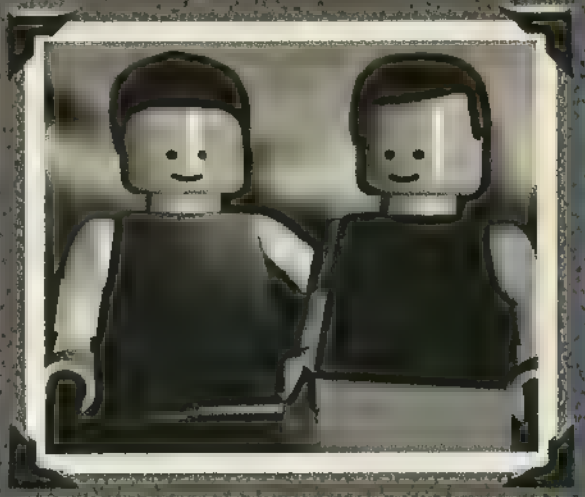
CAUTION: SMART STUFF

The unique talents and interests of ***LEGO® Island's*** characters are based upon research from Harvard on the theory of multiple intelligence.
It shows that a single measure of IQ can't really explain the striking differences between people. It identifies seven major types of intelligence. You have some or maybe all of these intelligences. They are:

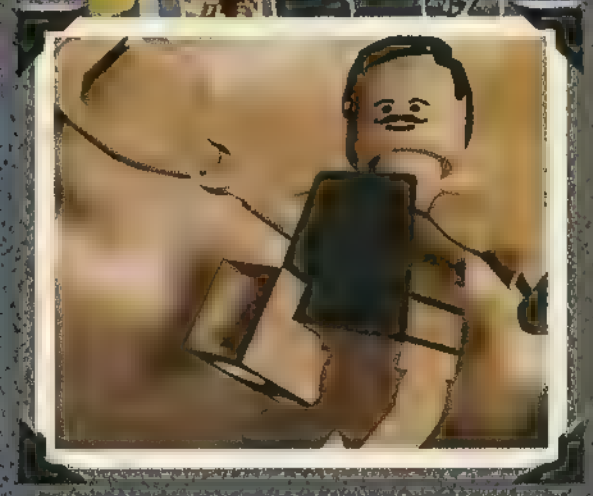
- Musical, like Mama Brickolini
- Mathematical, like Pepper
- Linguistic (good with words), like the Infomaniac
- Kinesthetic (coordinated), like Papa Brickolini
- Spatial (knows directions), like Nick Brick
- Interpersonal (friendly) like Laura Brick
- Intrapersonal (thoughtful) like The Brickster

You may have to look up some of those words. I know I did, and I have a pretty good vocabulary

I have had so many wonderful friends on *LEGO® Island*. Well, friends like you and...



The Roni family: Mac and Sandy
Explorers who traveled far and wide on the r sailboat, The Gustatory Delight, collecting interesting foods. Grandparents of Pepper



Rootin' Tootin' Roni
He was a real cowboy and a very early pioneer of LEGO® Island. Pictured here after winning our first rodeo, about 15 zillion years ago.

Bologna Roni
He was either the strongest, bravest explorer that ever lived on LEGO® Island or he was one great story teller He disappeared one day and left his son Pepper

Brickolini Family:
Papa's Papa invented pizza or, at least, he made it in such a way that it was like you were tasting it for the first time. Today, Papa has perfected the art of pizza making with Mama. It is said that Mama's ancestors invented music, which could be true, since Mama plays the piano so well. Rumor has it that before Mama married Papa her name was Clickoff, which is the Royal House of Buildovia. Mama and Papa are the proud adoptive parents of Pepper, ***LEGO® Island's*** skateboarding champion.

MORE SMART STUFF

Have you ever been told or heard someone say things like this.

"He's a born artist — his hand just flies over the paper"

"Wow, that guy can out-run a bullet!"

"He can't read very well but he's a building maniac."

"She's a math whiz — she can beat a calculator."

"She sings like an angel."

"He's a video games wizard."

"She has a photographic memory."

Well, these are different kinds of intelligences that you may experience throughout your life. Mozart was only four years old when he began to compose music. Grandma Moses didn't choose to become a painter until she was seventy-five! When it comes to intelligence, it's never too early or too late.

AND...

Researchers at MIT in Boston have found that people learn better through exploration. It empowers them to solve problems on their own. And it leads them through new territory, exposing them to more along the way. Learning how to learn is tricky, but very important.

It's in this spirit that the developers of ***LEGO® Island*** want you to explore and enjoy the action. We hope you'll discover that all of us see the world a bit differently. Nevertheless, we can come together to create solutions that benefit everyone. You may discover a talent that you never thought you had before. Enjoy! And let us know what you think...

This is my favorite photo. It's of the first ***LEGO® Island*** picnic taken about half a zillion years ago. Pictured are: Nick Brick, Laura Brick, Pepper, Mama and Papa Brickolini, Nubby Stevens, Nancy Nubbins, Snap Lockitt, Valerie Stubbins, Buck Pounds, Red Greenbase, Rhoda Hogg, Doctor Clickitt, Gideon Worse, Polly Gone, Bill Ding, Studs Linkin, Return and Enter, Bradford Brickford, Shiney Doris, Captain D. Rom, Bumpy Kindergreen, Jack O. Trades, Dorothy and Glen Funberg, Margaret Patricia Post, Ed Mail, The Brickster and me...

...The Infomaniac, of course.

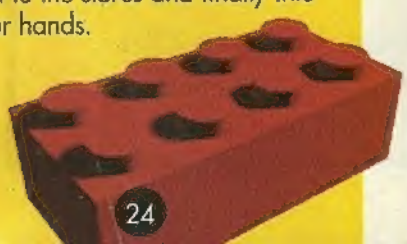
Camera shy: Mr. Super, Mr. "DJ" Radio, The skeleton of Captain Click the pirate, Mr. and Mrs. Polywanna (the parrots) and Ms. Jingle.

HOW DID THEY DO THAT?

Making this game was a lot of fun, and a lot of work. After the initial design was created, a terrific team of artists and programmers jumped to the job of putting it on the computer. They actually made a full-scale model of ***LEGO® Island*** at Mindscape. The artists used that to create a computer island using a 3D graphics program. 3D really gives computers a workout, and the team labored for months to get things right.

All the characters were created with distinct personalities. Some very silly people wrote a ton of scripts – enough to make five movies. Meanwhile, the programmers made the building areas and the racing games and tested them with kids around the world.

After the scripts were done, actors squeezed into a studio to give voice to the characters. Their dialog was lip-synched, and the animated faces were applied to the 3D LEGO people. Hundreds of animations were created. Then the music was recorded for all the different places on the Island. Everything was tested over and over again. A master CD-ROM was made. From there it was packaged, sent to the stores and finally into your hands.



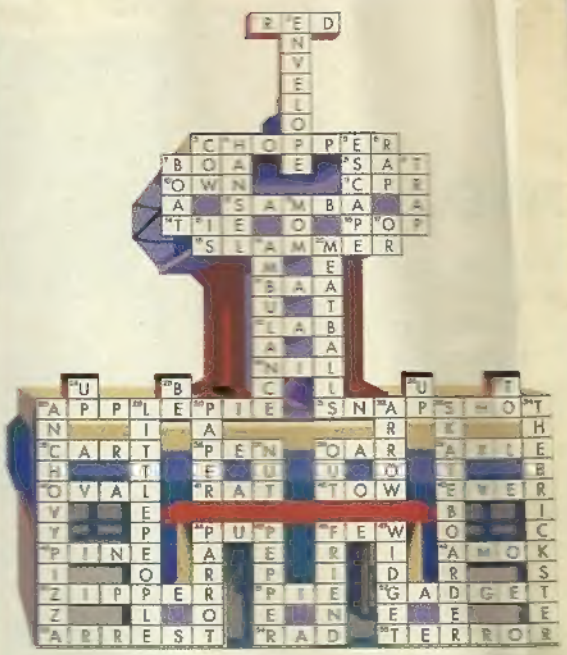
WANTED

For Crimes against the Island and its citizens

THE BRICKSTER

Height: The same as everybody else.
Distinguishing marks: Numbers on shirt, bad-guy mask over eyes, unshaven with tiny mustache.
Escaped convict: armed and dangerous. Felony deconstruction, misdemeanor bad jokes, stealing bricks and worst of all: insulting Mama.

Approach with caution and contact Nick or Laura.



DETECTIVE GAME ANSWERS

- W Bill Ding (3)
- G Maggie Post (5)
- E Pepper (2)
- T E. Mail (1)
- A Mama Brickolini (2)
- R Enter (5)
- S Dr. Clickitt (1)
- J Buck Pounds (4)
- V Infomaniac (1)
- B Papa Brickolini (1)
- U Mr. Super (6)
- C Nick Brick (3)
- Q Return (3)
- D Laura Brick (3)
- F Brickster (3)
- P Captain D. Rom (3)
- O Radio Guy (1)
- H Valerie Stubbins (6)
- N Race Track Pit Stop (1)
- I Nubby Stevens (6)
- M Rhoda Hogg (5)
- K Snap Lockitt (3)
- L Studs Linkin (4)

CONTACTING TECHNICAL SUPPORT

IBM & COMPATIBLES–WIN95 USERS

Before contacting Technical Support, please be at your computer and have the following information ready:

- Device Manager printout. (In Device Manager, click **Print** and select the option **All Devices and System Summary**).
- List of all items in your Startup group. (Click from the **Start** menu, to **Programs**, to **Startup**).
- Name of the Mindscape program.
- Version of the program.
- Media type (CD-ROM or diskette).
- **Precise description of the problem and steps necessary to reproduce it. Include any error messages with the exact wording and punctuation that appears on-screen.**
- Computer make and model (e.g. IBM Aptiva, Packard Bell Legend).
- CPU chip and speed (e.g. P133, P150).
- RAM (memory, e.g. 16 MB, 32 MB).
- Video card manufacturer and model number (e.g. Diamond Stealth 64 PCI, Cirrus Logic 542x).
- Sound card manufacturer and model number (e.g. Creative Labs Sound Blaster 16 PnP, Ensoniq Ultrasound).
- CD-ROM drive manufacturer and model number (e.g. Texel DM 5924 external, NEC 6x).

MINDSCAPE® TECHNICAL SUPPORT LOCATIONS

USA

Online:

- Customer Support Web Site: www.mindscapeservices.com
- Mindscape Web Site: www.mindscape.com
- Technical Support e-mail: support@mindscape.com (email is the most convenient and efficient way to get technical support)

800 Automated Support: 800-409-1457 (Available 24 hours a day)

Voice: 415-898-5157
(8:30 AM - 5:00 PM Pacific Time)

Fax: 415-897-5186 (Available 24 hours a day)

Mail: Attn: Technical Support
Mindscape, Inc.
88 Rowland Way
Novato, CA 94945

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Voice: 44-1-444-239-600
(M-F 9.30-13.00 and 14.00-16.30)

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GERMANY

TECHNISCHE UNTERSTÜTZUNG

Falls bei dieser Software technische Probleme, wie z. B. Funktionsstörungen auftreten, setzen Sie sich bitte mit unserem Kundendienst in Verbindung:

Telefon: 49-208-99T2-0114
Fax: 49-208-99T2-41T25

UK Website: www.mindscapeuk.com

Geschäftszeiten:
Mo, Mi, Fr: von 15.00 bis 18.00 Uhr.

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Düsseldorfstrasse 201
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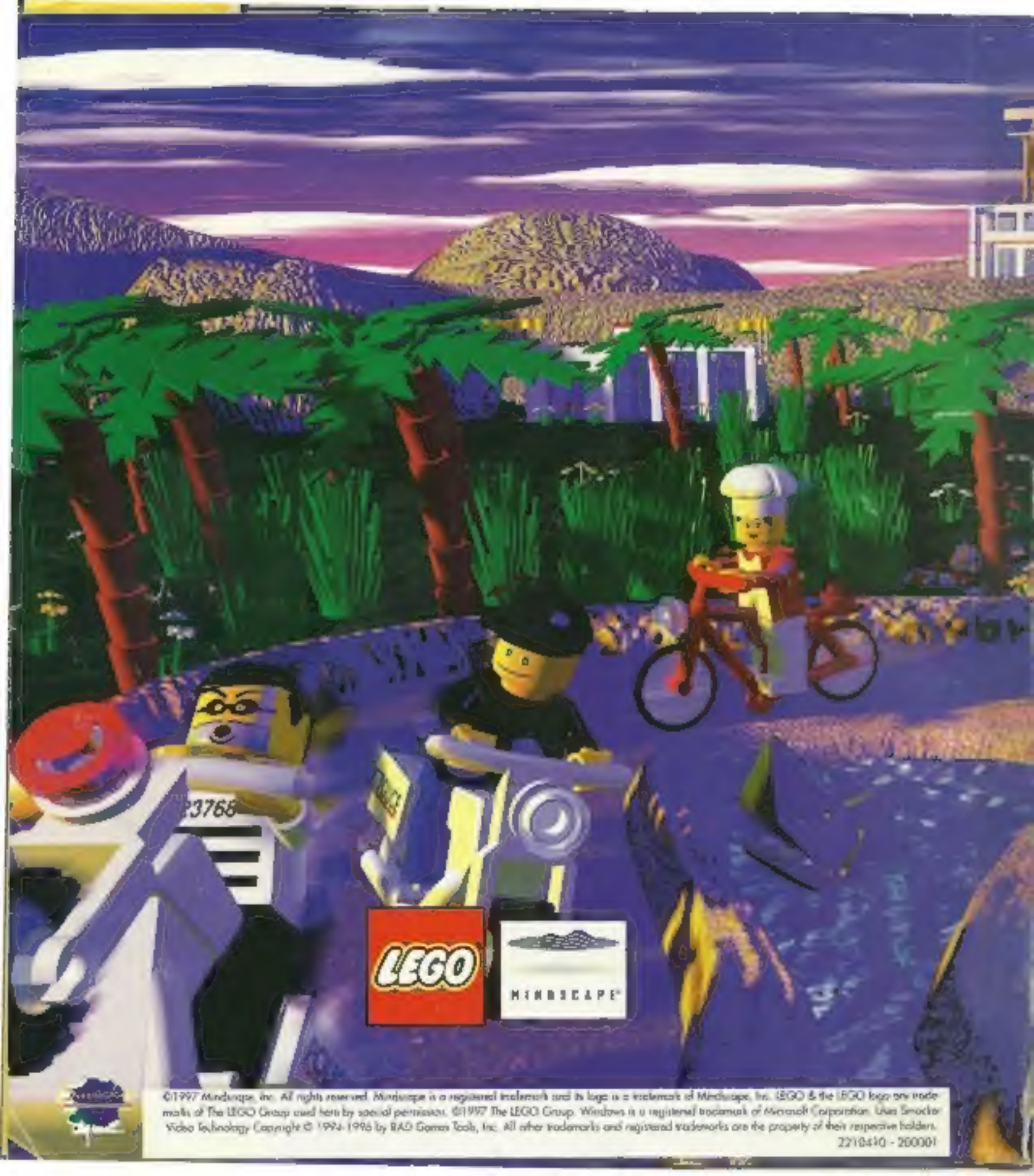
Deutschland

Der Kundendienst ist nur für technische Probleme eingerichtet. Bitte haben Sie Verständnis, daß wir Ihnen keine Spieltips geben können.

INDEX

Brickster . . 13, 14, 17, 18, 24
Building 4, 16
  Choosing Pieces 4
  Coloring Pieces 4
  Decals 4
  Exiting Build Area 4,16
  Rotating the Model 4
Choosing a Character . 2, 11
Computer Specs 1
Configure 1
Crossword Puzzle 10
Customizing the People and the Island . . 7, 12, 13
Detective Game 19
Dragging the Mouse . . . 3, 5
Driving (see Racing)
Explore 13
Game Solutions 24
Helicopter 16, 17, 18
Installing the Program 1
Missions 5, 6, 7
Quitting the Game . . 2, 8, 18
Racing & Driving . . . 5, 12, 17
  Exiting Vehicle 6, 12, 14
  Maps 11, 12
  Moving Around 3, 5, 14
  Selecting a Vehicle . . 5, 7, 12
ReadMe File 1
Registering at the Information Center 2
Running the Program 1
Saving the Game 8
Scoring 6
Starting the Game . . 1, 2, 11
Technical Support 24

This totally wacky but helpful instruction manual was created and produced by a whole box full of professionals from the ***LEGO® Island*** Team of Mindscape and their friends from Flying Rhino, The Myriad Group, Metrowerks, and many, many others. Additional credits can be seen when you exit the program.



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